



# T1 radiation environment

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# Scaling



For consistency all results are scaled to:

**1 s at luminosity  $10^{34}$**

**= 10 nb<sup>-1</sup> = 8E8 pp-collisions**

(After all – these are CMS radiation simulations)



# Describing the environment



For radiation effects we (normally\*) need 3 quantities:

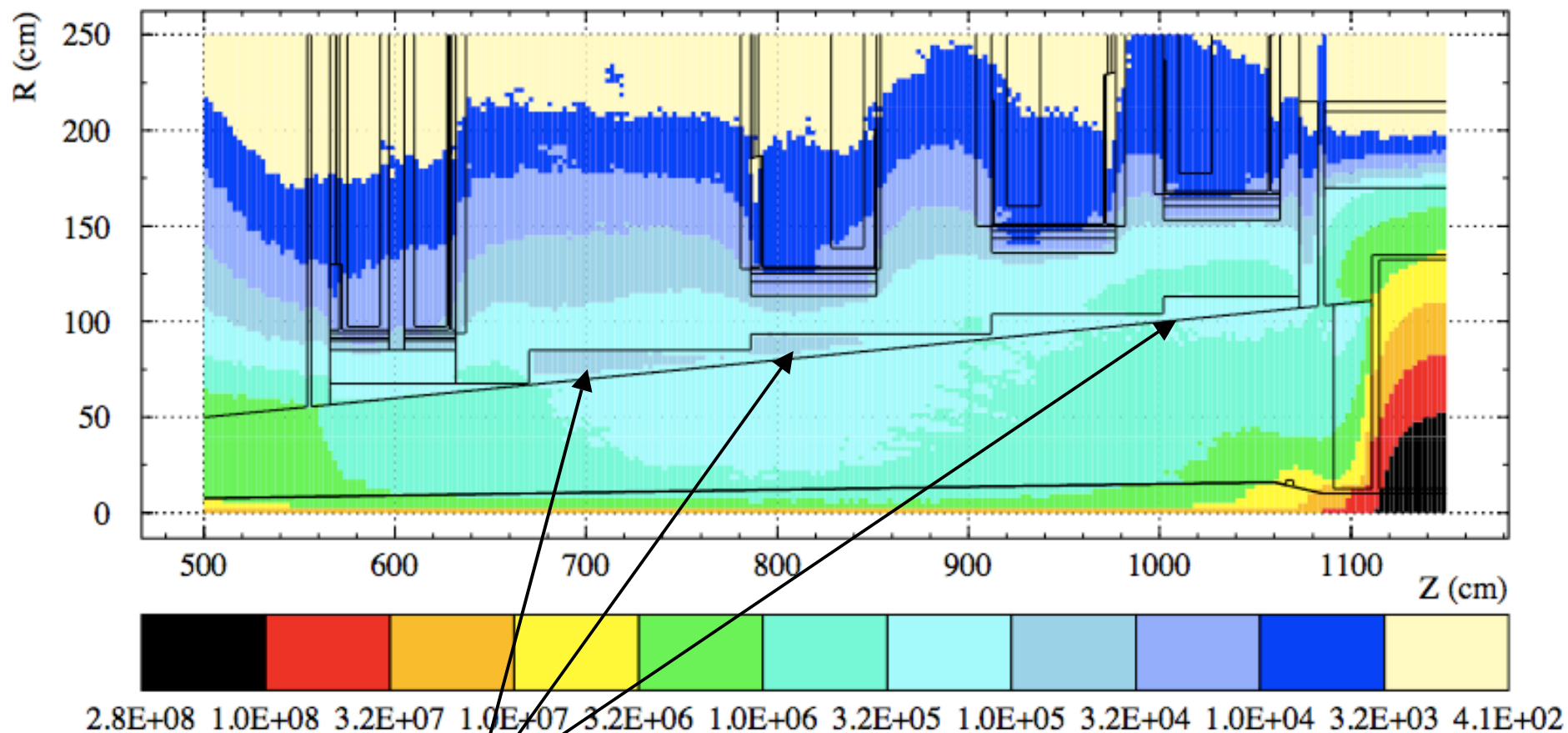
- 1) Hadron fluence (n+ch) above 100 keV for Si bulk damage
- 2) Hadron fluence above 20 MeV for SEU
- 3) Absorbed dose for surface damage (esp CMOS devices)

And I guess for occupancy studies the charged flux might be of interest

\*I do not really know about damage in the GEMs



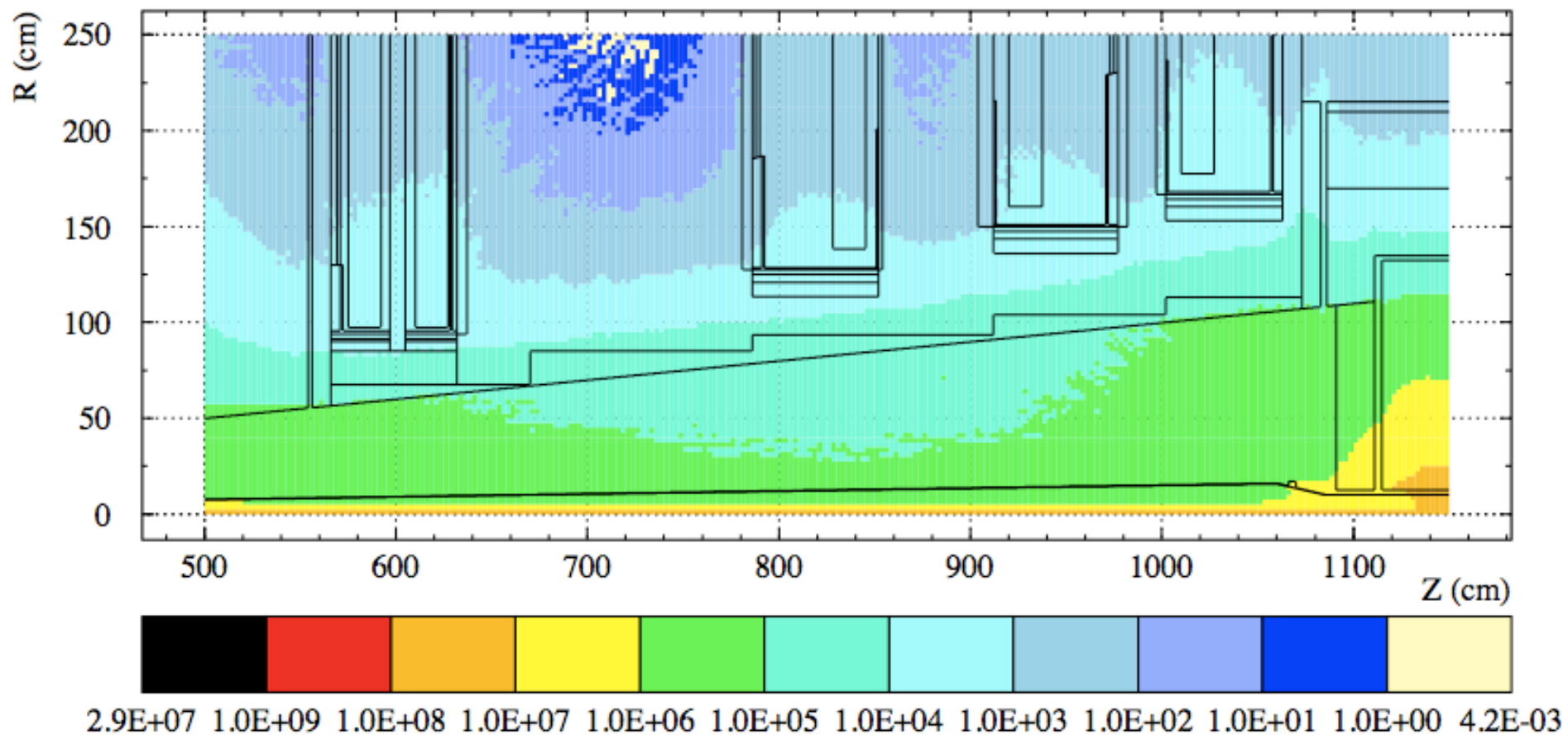
# >100 keV neutrons



Polyethylene (reduces flux, but not there with T1 !)

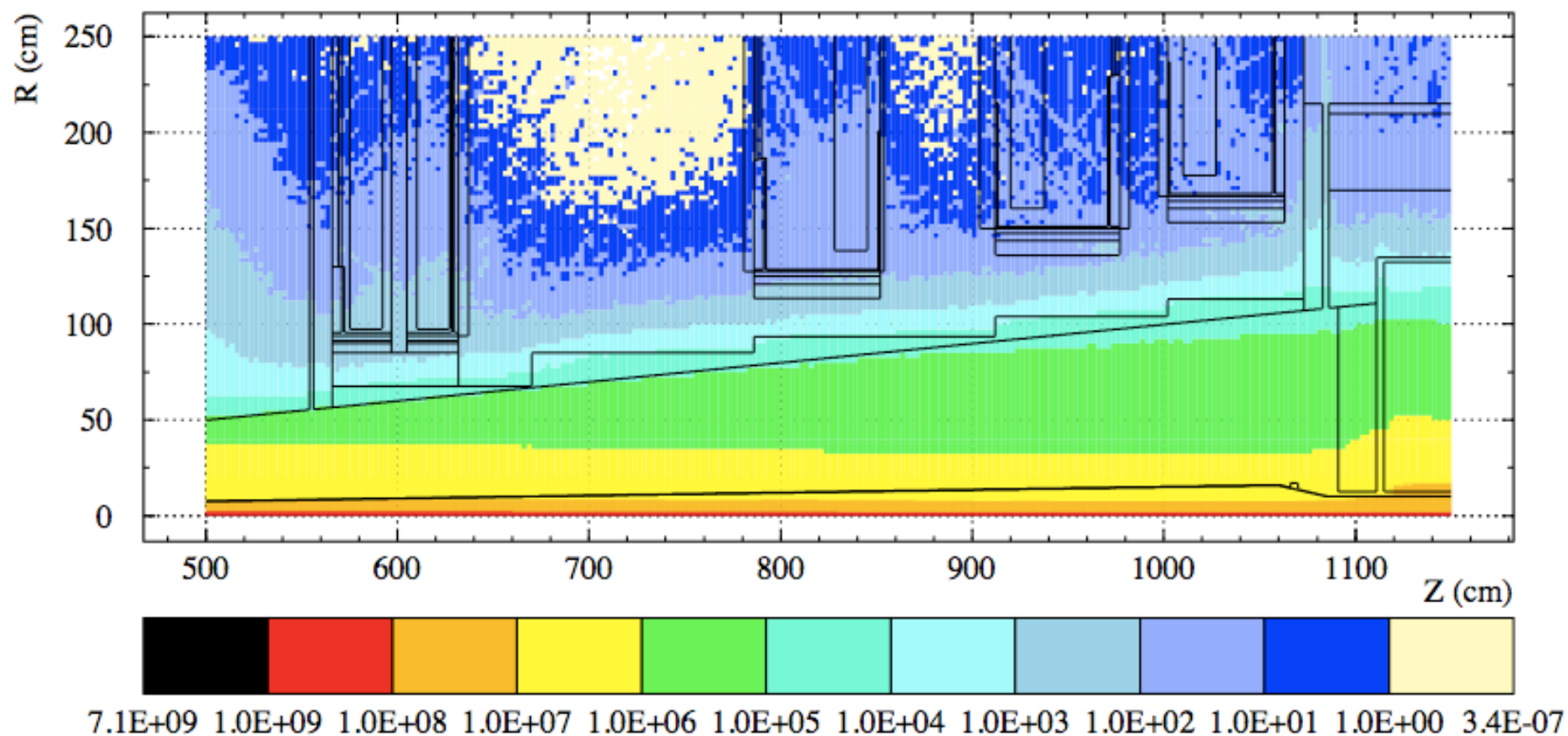


# >20 MeV neutrons



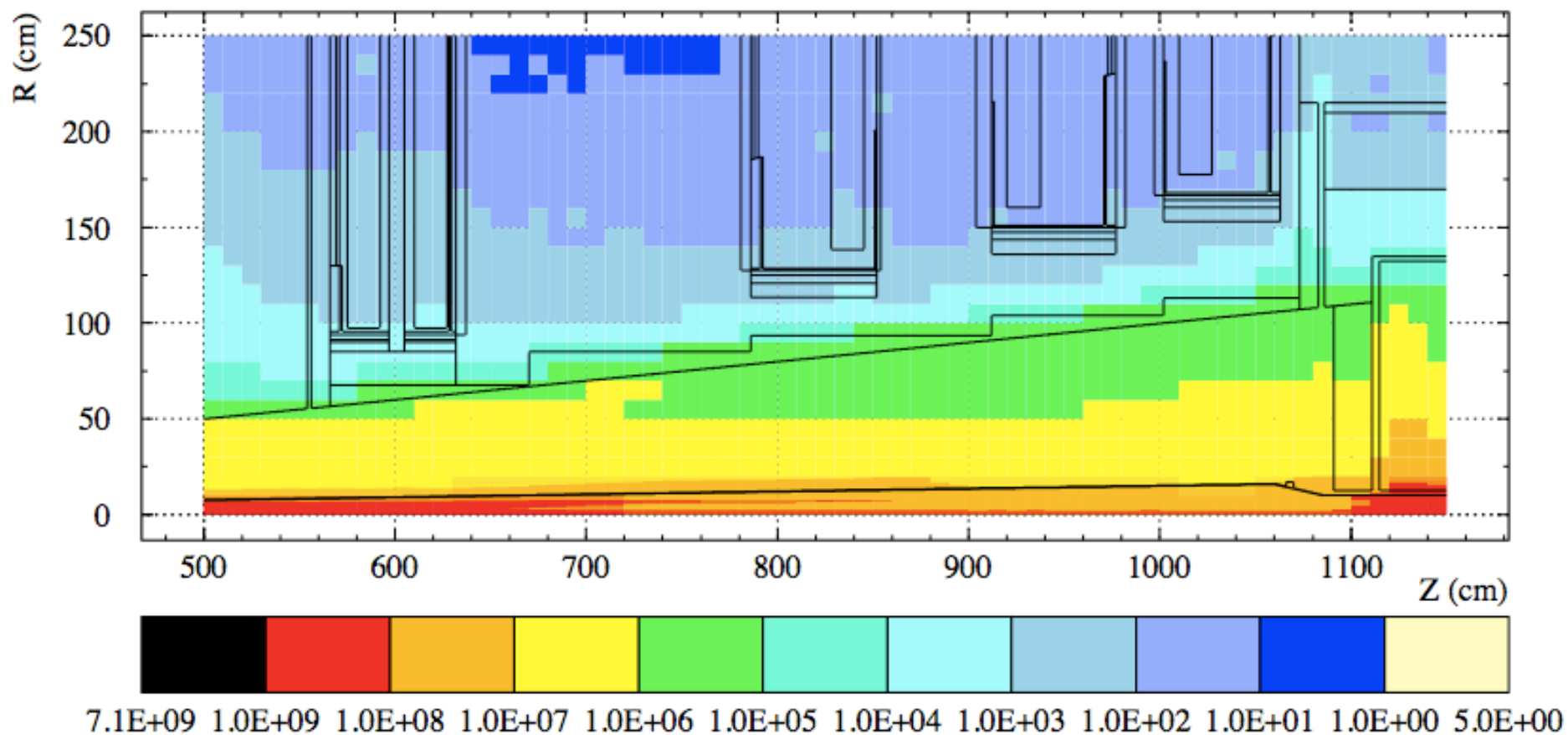


# Ch. Hadron fluxes



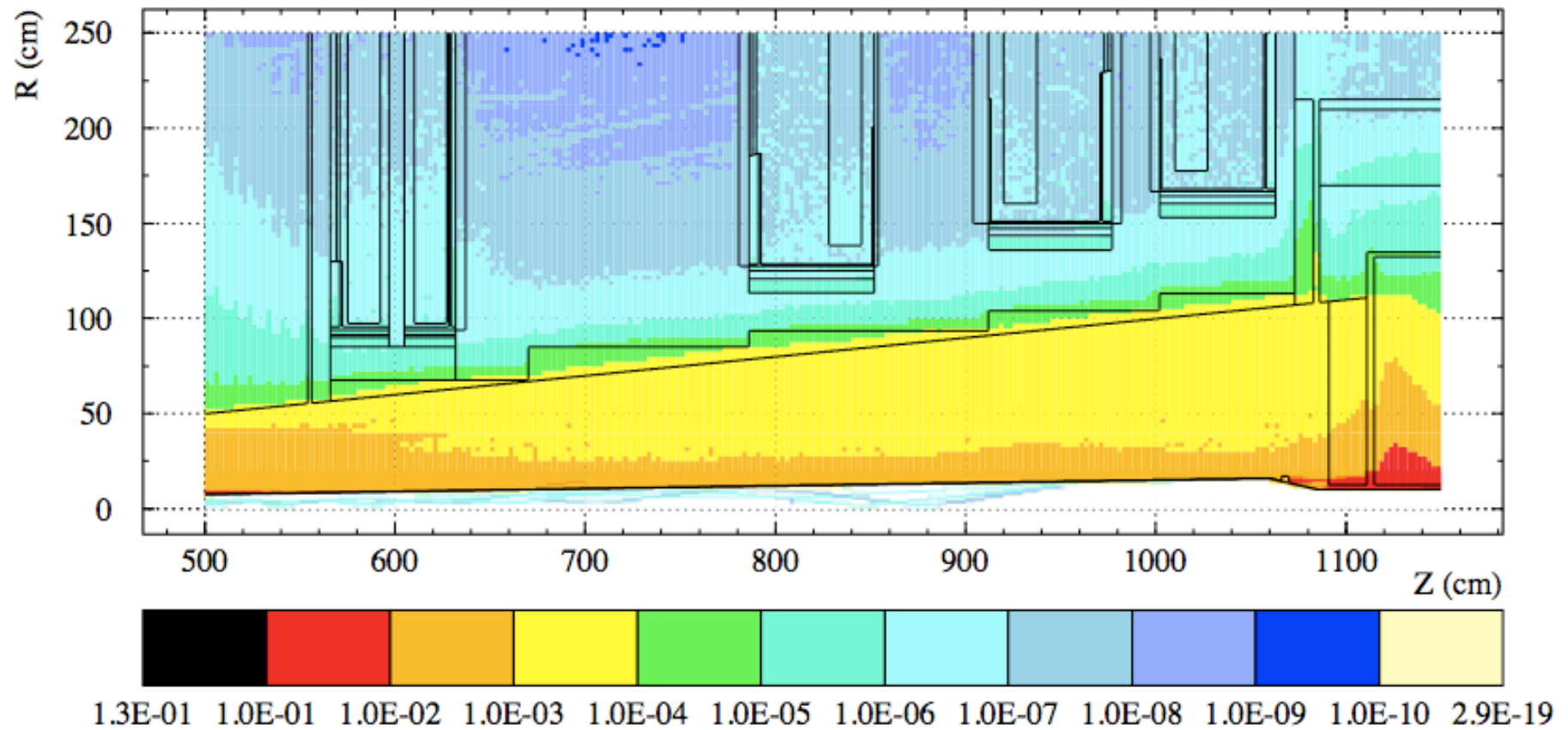


# Charged flux (e+chh)





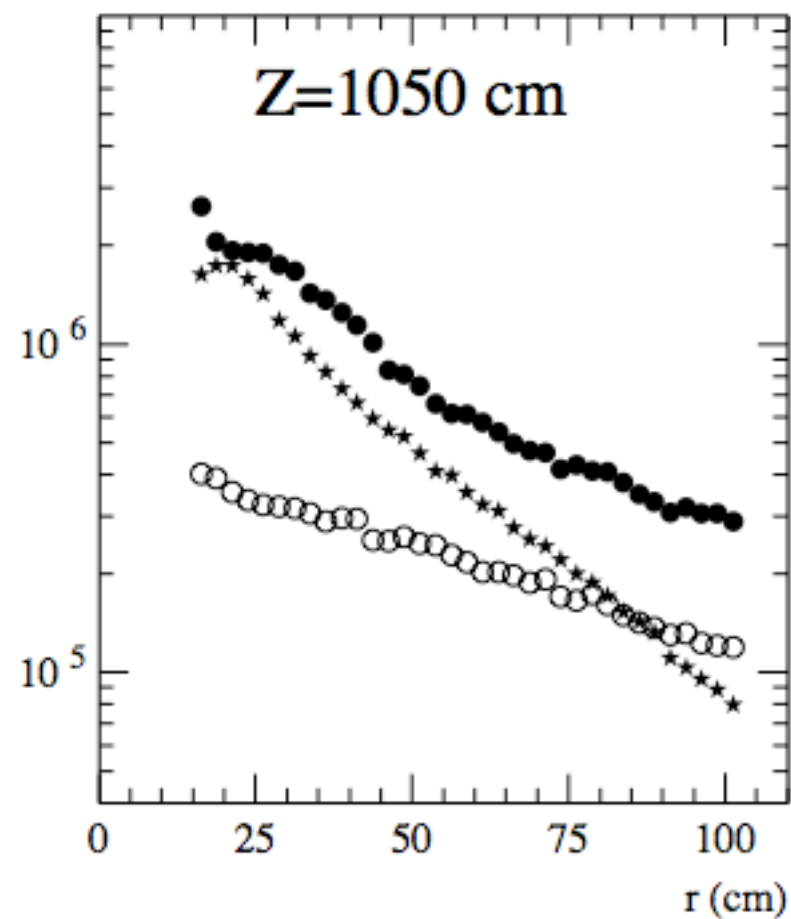
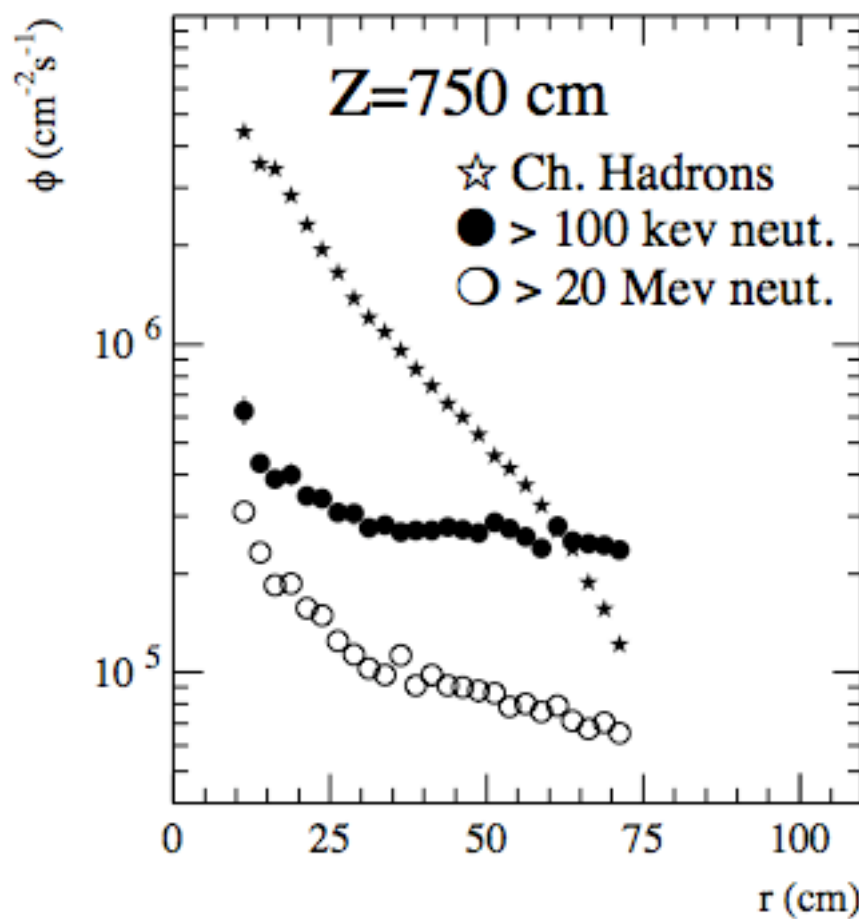
# Dose





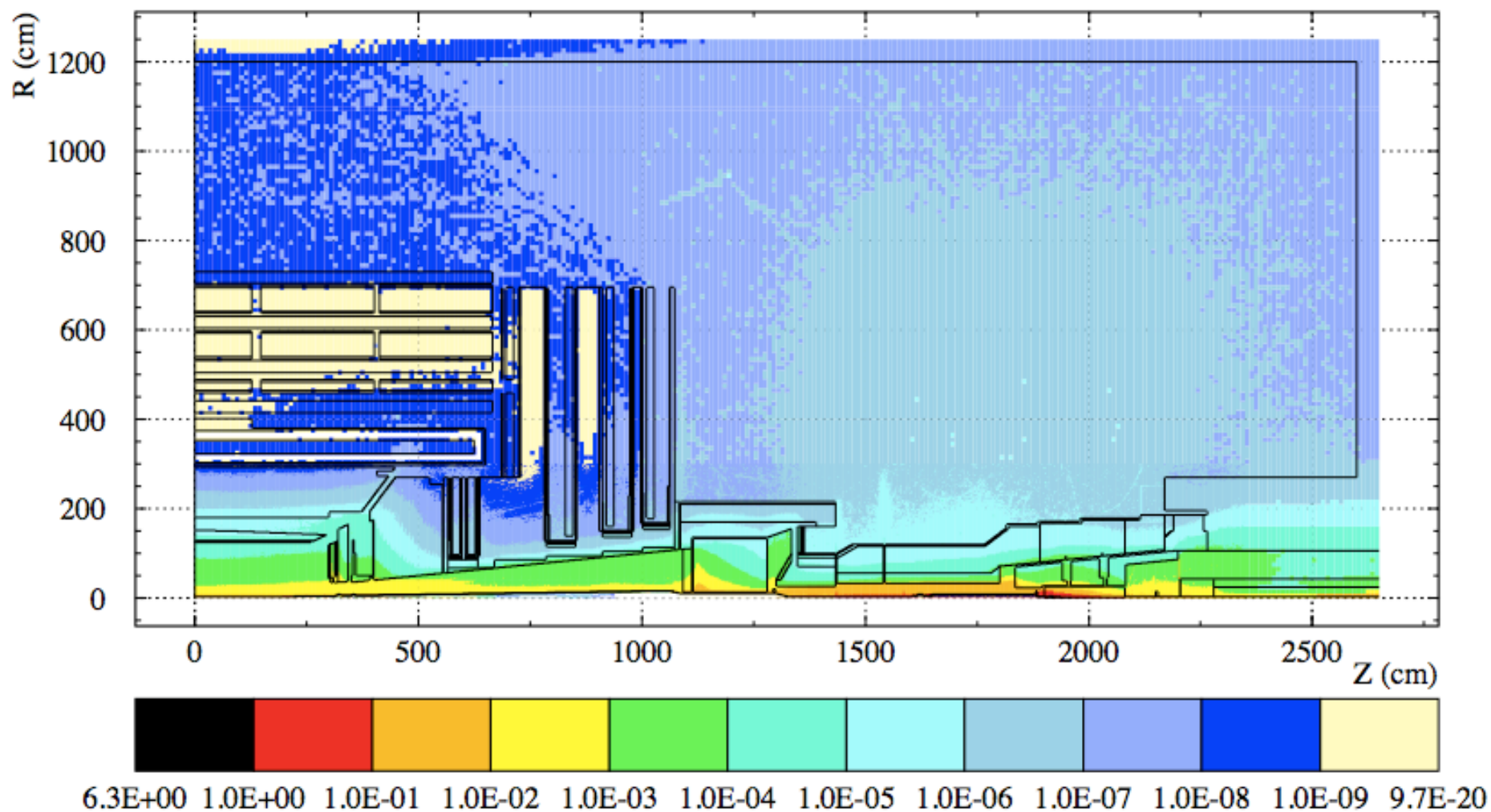


# Flux vs. Radius





# Dose on UXC (Gy/s)



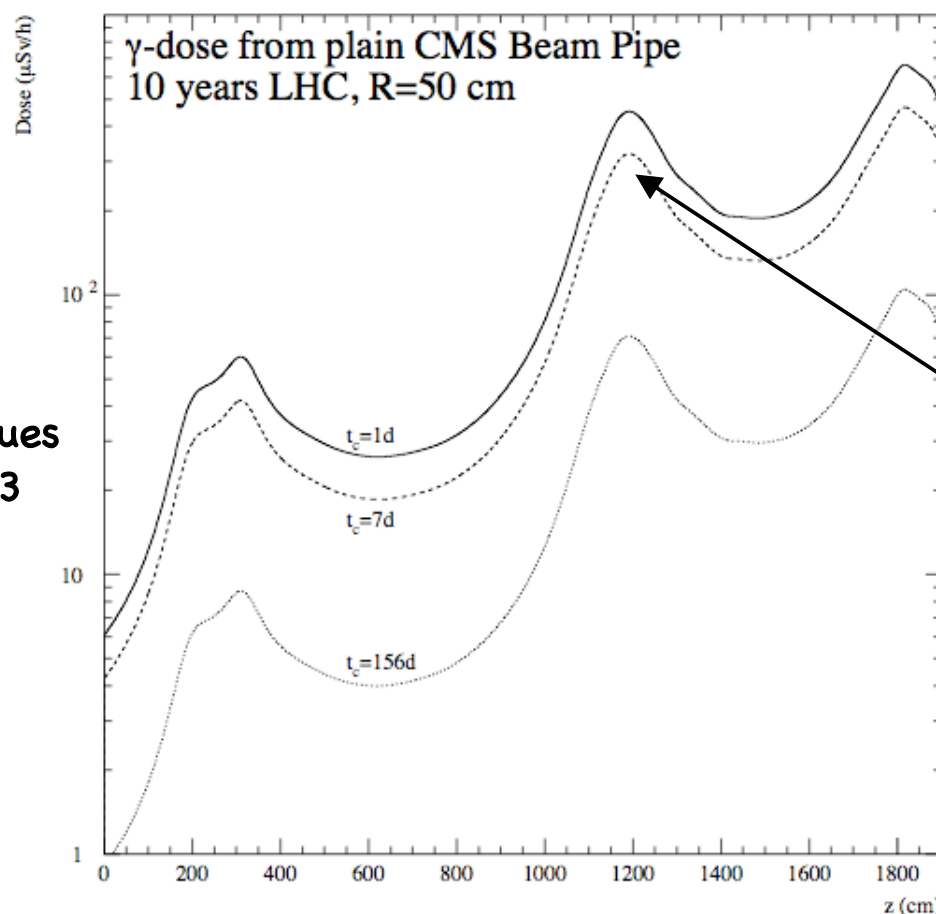


# Induced radioactivity



Sure, luminosity is low and **T2 is worse...**

...but do not forget the **beam-pipe** (once L of order 1E33)



Assume 10% of these values  
after first year at 1E33

T1 extraction in  
this region  
(in space and time)



# Conclusions



## Fluxes comparable to CMS Tracker

But of course the lower luminosity (how much lower?) helps

Same technology as CMS EMU CSC...

## But 2-3 order of magnitude more radiation !

Beware of SEU:s and other rate-related effects  
once  $L \gtrsim 10^{32}$